

What is claimed is:

1. A game apparatus, comprising:
 - a rotating bin containing at least one game piece;
 - a moveable claw for grabbing the at least one game piece;
 - a catapult for launching the at least one game piece; and
 - a target area for receiving the at least one game piece;wherein the moveable claw places the at least one game piece on the catapult, and wherein the catapult launches the at least one game piece at the target area.
2. A game apparatus for use with at least one game piece and a target area, comprising:
 - means for containing the at least one game piece;
 - means for at least rotating the means for containing;
 - means for grabbing the at least one game piece;
 - means for catapulting the at least one game piece toward the target area;
 - means for moving the means for grabbing from the means for containing to the means for catapulting;
 - means for activating the means for grabbing such that the at least one game piece is released onto the catapult; and
 - means for positioning the means for catapulting and means for activating the catapult such that the at least one game piece is catapulted toward the target area.

3. A skill game apparatus, comprising:
 - a self-loading bin containing at least one game piece;
 - means for raising and rotating the self-loading bin upon initialization of the game apparatus;
 - a moveable claw for grabbing the at least one game piece;
 - first controller operatively connected to the bin and claw, the first controller stopping rotation of the bin and activating the moveable claw;
 - a catapult for launching the at least one game piece;
 - second controller operatively connected to the catapult, the second controller positioning the catapult;
 - third controller operatively connected to the catapult, the third controller activating the catapult to thereby launch the at least one game piece; and
 - a target area for receiving the at least one game piece;

wherein the moveable claw places the at least one game piece on the catapult, and wherein the catapult launches the at least one game piece at the target area.

4. The apparatus according to claim 1, wherein the first controller is a load button mechanism.
5. The apparatus according to claim 1, wherein the second controller is a joystick mechanism.
6. The apparatus according to claim 1, wherein the third controller is a launch button mechanism.

7. The apparatus according to claim 1, wherein the apparatus further comprises a means for changing strength operatively connected to the catapult, the means for changing strength periodically changing the strength of the catapult between at least minimum and maximum values.
8. The apparatus according to claim 1, wherein at least one of the minimum and maximum values are adjustable.
9. The apparatus according to claim 1, wherein the target area has a predetermined opening.
10. The apparatus according to claim 1, wherein the target area is adjustable.
11. The apparatus according to claim 1, wherein the target area is moveable.
12. The apparatus according to claim 1, wherein the target area has a predetermined opening, and has a moveable blocking member positioned relative to the opening such that the opening alternates between being blocked and unblocked by the blocking member.
13. The apparatus according to claim 1, wherein the bin automatically raises until the at least one game piece is at a predetermined height.
14. The apparatus according to claim 1, wherein the bin has a means for sensing game pieces and a means for raising the game pieces to a predetermined height, the means for sensing being operatively connected to the means for raising.
15. The apparatus according to claim 1, wherein the claw mechanism moves along a half-moon path between the bin and the catapult, and wherein the claw mechanism is structured to grasp at least one game piece and deposit the at least one game piece on a predetermined part of the catapult.

16. The apparatus according to claim 1, wherein the at least one game piece is a prize that is dispensed by the apparatus when the at least one game piece engages the target area.

17. A method of playing a game of skill having a plurality of game pieces and having a target area, comprising the steps of:

selecting at least one of the game pieces at a first location;
moving the selected game piece to a second location; and
catapulting the at least one of the game pieces from the second location toward a target area.

18. The method according to claim 1, wherein the step of selecting comprises the steps of rotating a plurality of game pieces, selectively stopping rotation of the plurality of game pieces, and picking up at least one of the game pieces.

19. The method according to claim 1, wherein the step of catapulting comprises the steps of aiming the catapult toward a target area and launching the at least one of the game pieces toward the target area.

20. A method of playing a game of skill, comprising the steps of:

rotating a plurality of game pieces;
selectively stopping rotation of the plurality of game pieces;
picking up at least one of the game pieces;
moving the at least one of the game pieces to a catapult;
placing the at least one of the game pieces on the catapult;

aiming the catapult toward a target area; and

launching the at least one of the game pieces toward the target area.

21. The method according to claim 1, wherein the method further comprises, while the at least one of the game pieces is on the catapult, periodically changing the strength of the catapult between at least minimum and maximum values.

22. The method according to claim 1, wherein at least one of the minimum and maximum values are adjustable.

23. The method according to claim 1, wherein the method further comprises automatically raising the plurality of game pieces in the bin until the plurality of game pieces is at a predetermined height.

24. The method according to claim 1, wherein the method further comprises moving the target area at least while the at least one of the game pieces is on the catapult.

25. The method according to claim 1, wherein the method further comprises periodically blocking the target area at least while the at least one of the game pieces is on the catapult.

26. The method according to claim 1, wherein the method further comprises returning the at least one of the game pieces to the plurality of game pieces when the at least one of the game pieces misses the target area, and providing the at least one of the game pieces as a prize when the at least one of the game pieces engages the target area.

27. A method of playing a game of skill, comprising the steps of:

rotating a plurality of game pieces;

selectively stopping rotation of the plurality of game pieces;

picking up at least one of the game pieces with a claw mechanism;

moving the claw mechanism such that the at least one of the game piece is positioned substantially over a predetermined portion of a catapult;

activating the claw mechanism to release the at least one of the game pieces such that the at least one of the game pieces drops onto the predetermined portion of the catapult;

aiming the catapult toward a target area; and

launching the at least one of the game pieces toward the target area.